Amendments to the Specification:

At page 4, at line 6, before the title **BRIEF DESCRIPTION OF THE DRAWINGS**, please include the following Summary paragraphs:

SUMMARY

In one aspect, the invention features a gaming system. The gaming system includes a gaming device containing a game to be played by a user. A value tracker is structured to track an amount of monetary value accepted into the gaming device and to track an amount of monetary value output from the gaming device. A warning generating system is structured to generate a warning signal based on the amounts tracked by the value tracker.

In another aspect, the invention features a gaming device that includes a set of game electronics structured to monitor events of the gaming device. The gaming device includes an input accounter structured to record transactions of monetary value accepted into a gaming device during a time period. An output accounter is structured to record transactions of monetary value generated by the gaming device for the benefit of the game user during the time period. A warning calculator is coupled to the input accounter and the output accounter. The warning calculator is structured to generate a payout warning signal based on the recorded transactions. A data transmitter is coupled to the warning calculator, and it is structured to transmit the warning signal over a communications network coupled to the gaming device.

In yet another aspect, the invention features a method of providing an accounting safeguard on a network gaming device. The method includes recording an amount of monetary value paid by the gaming device and comparing the amount of monetary paid by the gaming device to one or more predetermined values. A warning is issued if the amount of monetary value paid by the gaming device exceeds the one or more predetermined values.

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Please replace the paragraph at page 8, line 28 to page 9, line 14, with the following amended paragraph:

In addition to the physical ways to enter money into and receive money from a gaming device, modern gaming devices 110 include one or more methods for accepting electronic indications of value for the device. A card reader 140 could include a magnetic strip reader, a bar code reader, or a chip reader that reads information contained on a card or other object inserted into an electronic port. A display 142 and a keypad 144 allow a player to enter a PIN code or other identifying information. The display ~~162~~ 142 can also be used to deliver messages to and interact with the player. The bonus engine 114 is the primary interface controller of the card reader 140, display 142 and the keypad 144. Information read from the object placed in the card reader 140 could have monetary value itself, or could be account access information that could be used to identify and access the player's account. Another way to access account information would be to enter a card in the card reader 140 and then enter a PIN code in the keypad 144. The account information thus identified could be relayed through the bonus engine 114 to the central system 200, which in turn is coupled to the account information.

Please replace the paragraph at page 9, lines 15-25, with the following amended paragraph:

The bonus engine 114 is coupled to the game electronics 115 and the two systems are in constant communication. The bonus engine 114 receives constant status updates about the state and status of the game device 110. The game electronics 115 may automatically send information to the bonus engine 114, such as "events", when the events occur, such as at the end of the game, or when a key ~~even~~ event happens like a coin accepted into the game device 110. Or, the bonus engine 114 may send electronic updates, requests, or polls to the game electronics 115. When polled, the game electronics 115 sends the latest events to the bonus engine.

Additionally, the bonus engine 114 may request that the information stored in the game meters 117 be sent to the bonus engine.

Please replace the paragraph at page 10, lines 18-29, with the following amended paragraph:

FIG. 4 shows a physical transaction manager 155 coupled to or within the game electronics 115. In most embodiments, functions of the physical transaction manager 155 will be performed by the game electronics 115 itself. The physical transaction manager 155 is coupled to the physical payment mechanisms mentioned with reference to FIG. 3, i.e., the bill acceptor 120, coin acceptor 122, etc. The physical transaction ~~monitor~~ manager 155 monitors the inputs of the bill acceptor 120 and the coin acceptor 122, monitors the inputs and outputs from the recycling bill acceptor 124, and monitors the outputs from the printer ~~158~~ 126 and from the hopper 132. Transactions using any of these sources are stored in the game meters 117 for use by the game electronics 115, bonus engine 114, and central server 200.

Please replace the paragraph at page 12, line15 to page 13, line 11, with the following amended paragraph:

Two accounting functions account for actions managed by the electronic transaction manager 165. They are the electric non-player account based accounting function 167, and the electric player account based accounting function 169. The non-account based function 167 can account for the electronic transactions that take place immediately within the game device 110. For instance, if a card input at the card reader ~~160~~ 140 had a pre-purchased amount recorded in a magnetic strip, or an amount "stored" on a previously printed ticket that is being redeemed, the non-player account based accounting function 167 can account for all the credits or amounts received from and/or delivered to the card. The player account based function 169, conversely, tracks and manages all of the account transactions associated with a player's account. For

instance, the electronic transaction manager 165 first reads the account information from a card or chip placed in the card reader 140, or input from the keypad 144. Then the player account based accounting function 169 verifies that the account is authentic, and it tracks monetary amounts transferred from the player's account to the game device 110 for play/wager. Any winnings by the player are similarly recorded for later deposit into the player's account by the account based accounting function 169. Both the electronic accounting functions 167, 169, are also coupled to and share data with the master accounting function 180, and can also communicate with the bonus engine 114 and the game electronics 115. Of course, both the electronic accounting functions 167, 169 could be implemented together in a single device or process, and are only shown separately in FIG. 4 for ease of explanation. In other embodiments, only a single accounting function is present, which can singly perform all of the accounting functions described above.

Please replace the paragraph at page 15, lines 6-16, with the following amended paragraph:

Also included within the central system 200 is a warning generator 185 that is coupled to the master accounting function 180. When the master accounting function 180 determines that there is a potential that a particular game device 110 is being cheated, or is malfunctioning for any reason, the warning generator 185 operates to generate a warning signal to alert casino personnel. The warning signal can be implemented in a number of ways. For instance, the warning signal may include placing the machine number on a printout list of machines to watch. Or, the warning signal may be more immediate, such as an indication on the display ~~210~~ 214 coupled to the central system 200, or an audio signal, such as a page or a radio signal sent to one or more wireless receivers 216.

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Please replace the paragraph at page 17, line17 to page 18, line 17, with the following amended paragraph:

If the amount calculated in process 230 or 232 exceeds any of the pre-defined warning thresholds, a proper warning is indicated by the warning generator 185 in a process 250. For instance, there may be three pre-defined warning thresholds for each of the relevant time periods. If the amount calculated in process 230 or 232 is below the lowest threshold, then no warnings are given. If the amount exceeds a first threshold, a first warning is shown on the display screen 212 that is attached to the central system 200, such as a particular color or icon. Or, a first warning may be to place the particular game device 110 on a watch list or event log that can be printed and posted, or checked at a shift change. Another possibility is an audible beep or other noise is generated by a warning signal generator 185, or generated at the bank controller 100 to which the game device 110 is connected. Exceeding the other warning threshold levels could result in larger visible warnings, larger icons, different colors, and louder audible warnings, for instance. Another possibility is that the warning could take the form of a numeric page sent to a pager worn by a casino floor attendant. The numeric page could identify which machine is generating the warnings. Still further, one of the warnings could be an automated message transmitted over a wireless communication network 214 (FIG.2), such as a radio frequency network for the casino, where floor attendants each wear a radio headset or receiver 216 tuned to the specific frequency. The wireless communication network 214 and receiver or receivers 216 can take any form. The warnings generated in the process 250 can be continuous warnings, where they are repeated until some sort of action is taken by an operator, or they could occur only a few times or even one time. In the case of a warning generator 185 that generates continuous warnings, there should be included a way to remove a game device 110 from the continuous warning after the device is checked and, if necessary, fixed. Such a system could

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include having a supervisor log on to the system ~~5~~ 200 (FIG. 2) and remove the particular game

device 110 from the warning list.